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# Increase/Decrease injury rate HACK....

By bruddog, October 30, 2009 in Hacking Documentation

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# bruddog

Down with button mashing





Moderators

**3,074** 11,466 posts **Location:** Ca

Posted October 30, 2009

Not sure how many people would be interested in this but I always though injuries were a bit too rare. Thanks goes to jstout partially as I was digging through an old thread about how to turn injuries off in season mode.

Anyways here is how to increase/decrease injuries:

@25EBB change the hex to c9

@25EBC change hex to injury rate value (XX)

XX is the injury rate. For those that don't know hexidecimal, FF=256. If you put FF @25EBC that means that a player will get injured (256/256 = 1) every play. If you put 80 there, the player would get injured (128/256 = 0.5) every other play.



Quote



#### buck

DARRELL GREEN





Members **◆ 2,060** 6,332 posts

Posted October 30, 2009

nice find, bruddog! This is something I've wanted to tweak for a while.

So what do you think a good (realistic) rate is?

Also, is there a way to tweak how soon they come back from injury? It would also be cool if there was a probability that an injured player could come back in the next quarter.



Quote



× ×

**Location:** Tecmo Super Street

**Tecmo Titles:** Lincoln V (2015)

"The right to speak and the right to refrain from speaking are complementary components of ... 'individual freedom of mind.""

link to change one's signature

### bruddog

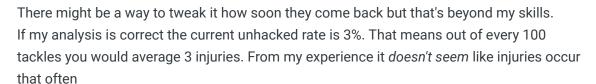
Down with button mashing





Moderators

**◆** 3,074 11,466 posts **Location:** Ca Posted October 31, 2009



I might try 5%. I messed around with 10% just for fun. At first there weren't many injuries despite a lot of carries in the game for tackles and then 5 players got injured within 2 quarters.



Quote



### TomTupa

Tecmo Legend



Members

12
2,004 posts

Location: Indiana

Posted October 31, 2009

Can you remove the coming back after 3 games rule?



Quote



 $\times$ 

<u> | sigs.php?player=dajabec</u>

**Tecmo Tunes** Tecmo-themed song parodies

# COA Elway

COAching Phenom



Moderators

**119** 1,322 posts

Posted January 7, 2010

Just curious on something.....

What does the C9 change do?

On the original rom, it's C5 45 and on Bruddog's rom it's C9 05.

So, is 05 equvilant to 5%?

I'm just wondering, cause you said the injury rate is 3% in the original and I'm curious, how you came up with that number.



Quote



Location: Cleveland

COA mode player, since '93

Try out my COA mode only roms here.......http://tecmobowl.org...hp?f=34&t=15039

**PLAY AT YOUR OWN RISK!** 



Posted January 7, 2010

Any chance you have the SNES version of this?

[ Post made via Mobile Device ] mobile.png

+

Quote



AIM: TecmoTurd



My SNES Hacking Info (archives, new version)

**SNES Resource Thread** 

The Tecmo Players League

RBIBaseball.us

# averagetsbplayer

Tecmo Legend



Members

141

1,381 posts

Location: Madison, WI

Posted March 5, 2010

Bruddog, can you add the link to jstout's thread that you used? Also, can you explain the significance of changing xc5 to xc9?

+

Quote



Madison Tecmo Tournament - Only 1/2 garbage since 2008

2018: Green Bay - Not Good; Madison - Sweet 16 | 2017: Green Bay - Not Good; Madison - t-5th | 2016: Madison - Sweet 16 | 2015: Green Bay - 2nd Place; Madison - Elite 8, Ohio - Not Good, Iowa - Not Good | 2014: Nebraska - 2nd Place; Madison - Sweet 16; Ryder Cup - Winner (Team Madison); Iowa - Winner | 2013: Nebraska - Elite 8; Madison - Round of 32; Ohio - Sweet 16; Iowa - Final 6 | 2012: Madison - Sweet 16; Ohio - Sweet 16 | 2011: Madison - Round of 32; Ohio - 2-3 in triple-elim | 2010: Madison - Elite 8; Ohio - Sweet 16; Chicago - Final 4 | 2009: Madison - Round of 32; Ohio - Elite 8 | 2008: Madison - Round of 32

### bruddog

Down with button mashing



Posted March 5, 2010

, 2010 Report post

I am not using the correct terminology but you should be able to get the idea. C5 45 refers to a location in memory. It looks like it is a random number of sorts whose average value works about to 2-3%. I can't remember





Moderators

**3**,074 11,466 posts Location: Ca C9 does a direct compare on the next byte 05. So 05 would equal 2% I think.



Quote



# bruddog

Down with button mashing



Moderators

**3**,074 11,466 posts Location: Ca

Posted September 29, 2011



of vale it was loading before the compare.

This fix should do the trick

@25EB8

A5 3B - Load Random @ 3B into accmulator

EA- no operation

C9 05 - Compare value to 5

This should set the injury rate to 2%.

Quote



# bruddog

Down with button mashing



Posted July 6, 2013

So I was looking more into the default code and the default tecmo code has two different injury rates. It has one for normal offensive plays and one for kick and punt returns.



Moderators

**3**,074 11,466 posts Location: Ca

Normal play rate = 2/256 = 0.8%

KR/PR play rate = 7/256 = 2.7%

Almost 3 times as likely to get injured on kick returns



Quote





Members **2**,060

6,332 posts

Location: Tecmo Super

Street

Tecmo Titles: Lincoln V

(2015)

On 7/6/2013 at 5:46 PM, bruddog said:

So I was looking more into the default code and the default tecmo code has two different injury rates. It has one for normal offensive plays and one for kick and punt returns.

Normal play rate = 2/256 = 0.8% KR/PR play rate = 7/256 = 2.7%

Almost 3 times as likely to get injured on kick returns

where do you set the KR/PR injury value?



Quote

Posted July 6, 2013



"The right to speak and the right to refrain from speaking are complementary components of ... 🕷 🔻 'individual freedom of mind.""

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# bruddog

Down with button mashing

Posted July 6, 2013

Assuming you aren't using the hack in this thread then



Moderators

**3**,074 11,466 posts Location: Ca

x25E74 P1 normal injury rate value

x25E79 P1 KR/PR rate

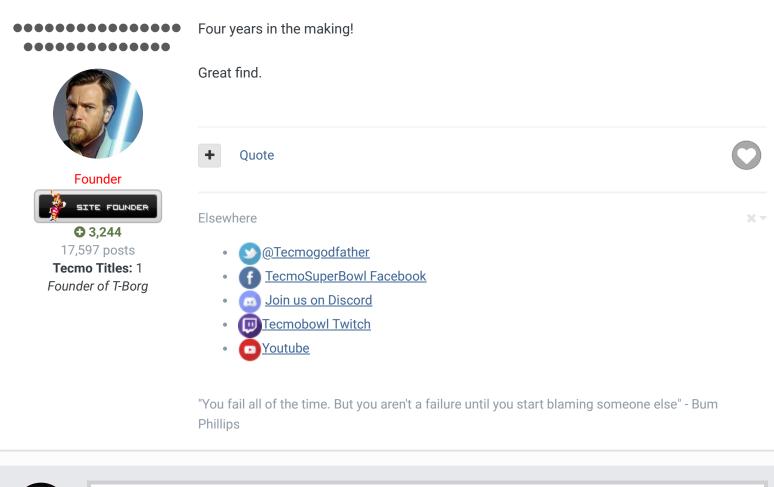
x25E8C P2 normal injury rate value

x25E91 P2 KR/PR rate



Quote







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